

# INDEX

- Activities
  - core, 4, 53
  - negative, 5
  - positive, 5
  - and social world, 6–8
- Activity stratification, 54
- Adult education, 63–67
  - See also* education
- Adult learning, 64
- Amateurism, 78
- Artistic pursuits, 35–36
- Arts
  - culinary, 36
  - folk, 35, 59
  - martial, 32
  - popular (entertainment), 35
  - volunteering, 44
- Big Brothers and Big Sisters
  - International, 44
- Burn out
  - as mental state, 56
  - as physical state, 56
  - in volunteering, 56
- Card and knowledge games, 70–71
- Career volunteering, 40, 78
- Casual leisure, 46–48
- Casual leisure activities, 75–76
- Casual volunteering, 40
- Civic affairs, and
  - volunteering, 41
- Cogitative pursuits, 33–34
- Collecting pursuits, 37–40
- Commercial publishing organizations, 59
- Communication, 6–7
  - adult education, 63–67
  - Dozens, 71–72
  - ephemeral sources, 67–68
  - events, 68–69
  - games, 70–71
  - jam sessions, 70
  - networked sources, 59–63
  - organizational sources, 58–59
  - services, 63
  - and their sources, 58–72
  - workshops, 69–70
- Community libraries, 34

- Conspicuous consumption, 54  
 Continuing education, 64  
   *See also* education  
 Core activities  
   defined, 4  
   excellence in, 53  
 Culinary arts, 36  
   *See also* arts  
 Culture, 51–57  
   elements of, 52–54  
   material, 57  
   nonmaterial, 57  
   or subculture, 56–57  
   stratification, 54–56  
  
 Devotee work, 16–19  
 Dozens, 71–72  
  
 Economic development,  
   and volunteering, 42  
 Education  
   adult, 63–67  
   continuing, 64  
   volunteering, 41  
 Ephemeral sources, 67–68  
 Ethos, 20–21  
 Events, 68–69  
  
 Fine, Gary, 76  
 Folk arts, 35, 59  
   *See also* arts  
  
 Games, 70–71  
 Gig, defined, 67  
 Gigging, 67–68  
 Government, and  
   volunteering, 43  
  
 Government-supported  
   organizations, 66–67  
*Grove Dictionary of Music  
 and Musicians*, 67  
 Guardian Angels, 44  
  
 Health, and volunteering,  
   42  
 Hedonic enjoyment, 53  
 Helping out, as value, 53  
 Hobbyism, 78  
 Hobbyists, 15  
 Human relationships, and  
   volunteering, 44  
  
 Indoor pursuits, 32–33  
 Informal volunteering,  
   45–46  
 Internet, 7  
 Internet communications, 7  
  
 Jam sessions, 70  
 Journals, 59  
  
 Kinesiology, 5  
 Kouri, Mary, 40, 46  
  
 Learning  
   adult, 64  
   self-directed, 64  
 Lee, Robert, 61  
 Leisure  
   casual, 46–48  
   social worlds of, 80  
 Liberal arts hobbyists, 15  
  
 Maffesoli, Michel, 46–47  
 Magazines, 59

- Martial arts, 32  
     *See also* arts  
 Material culture, 57  
 Mead, G. H., 78  
 Mentoring, 44  
 Missionary work, 42  
 Munro, Thomas, 35  
*Mushroom: The Journal of Wild Mushrooming*, 77
- Natural environment, and  
     volunteering, 43  
 Nature challenge activities  
     (NCAs), 28–31  
 Necessities, 41  
 Networked sources, 59–63  
 Newsletters, 59  
 Nonmaterial culture, 57  
 North American  
     Mycological  
     Association, 77
- Occupational devotees, 17  
 Occupational devotion,  
     17–18  
 Olmsted, Allan, 38  
 Organizational sources,  
     58–59  
 Organizational support  
     services, 45  
 Overs, Robert, 38
- Paper hobbyist magazines,  
     59  
 Personal acquisition, 37  
 Politics, and volunteering, 43  
 Popular (entertainment)  
     arts, 35
- See also* arts  
 Primacy of the social  
     world, 8–10  
 Professional-amateur-  
     public (P-A-P) system  
     of relationships, 13–14  
 Project-based activities, 7  
 Project-based leisure, 7–8
- Recognition  
     as measure of excellence,  
         54  
     as value, 53–54  
 Recreation, and  
     volunteering, 45  
 ‘regular gig’, 68  
 Religion, and volunteering,  
     42
- Safety, and volunteering,  
     43–44  
 Science, and volunteering, 41  
 Self-directed learning  
     (SDL), 64  
 Serious Leisure Inventory  
     and Measure (SLIM),  
     21, 78  
 Serious leisure perspective  
     (SLP), 1, 11  
     involvement scale, 20  
 Serious pursuits, 11–16,  
     28–31  
     durable benefits, 20  
     environmental conditions  
         and, 28–31  
     ethos and social world,  
         20–21  
     indoor, 32–33

- outdoor, 28–31
- persevere, 19–20
- six qualities, 19–22
- stratification and, 54–56
- Services, and
  - communications, 63
- Shibutani, Tomatsu, 78
- Smith, Derek, 39
- Social networks, 59–60
- Social stratification, 55
- Social worlds
  - activity and, 6–8
  - casual vis-à-vis serious, 75–78
  - concept of, 2–5
  - defined, 6
  - of leisure, 80
  - primacy of, 8–10
- Spiritual development
  - defined, 42
  - volunteering, 42
- Stokowski, Patricia, 61
- Stratification
  - activity, 54
  - culture and, 54–56
  - social, 55
- Strauss, Anselm, 78–79, 80
- Subculture, 56–57
- Taste-based tribes, 47
- UNESCO, 63
- Unruh, David, 21, 78–79, 80
- Urban Dictionary*, 67–68
- Value(s), 53
  - helping out as, 53
  - recognition as, 53–54
- Venue conditions, 32
- Volunteering, 40–46
  - as altruism, 40
  - altruism and, 16
  - arts, 44
  - burn out in, 56
  - career, 40, 78
  - casual, 40
  - civic affairs, 41
  - economic development, 42
  - education, 41
  - government, 43
  - health, 42
  - human relationships, 44
  - informal volunteering, 45–46
  - natural environment, 43
  - necessities, 41
  - organizational support services, 45
  - politics, 43
  - recreation, 45
  - religion, 42
  - safety, 43–44
  - science, 41
  - self-interest and, 16
  - as self-interestedness, 40
  - SLP and, 15–16
  - spiritual development, 42
  - types of, 13
- Volunteers
  - types of, 13
- Wikipedia*, 67
- Work-related core
  - activities, 4
- Workshops, 69–70